**AMENDMENT**

This listing of claims reflects all claim amendments and replaces all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) A method for delivering an asset over a network for integration with a real-time content stream comprising:

supplying an asset list **published to a client before applying any user viewing preferences** over said network to a user device;

delivering an asset, which is included in said asset list, so that said asset is stored on said user device after delivery of said asset is complete, over said network to said user device if a predetermined constraint is satisfied; and

integrating the delivered asset with said real-time content stream.

2. (Previously Presented) The method according to claim 1, wherein said asset comprises at least one of an audio content, a video content, a text content, a right to use license or a multimedia file.

3. (Previously Presented) The method according to claim 1, further comprising, prior to said supplying said asset list, generating said asset list at least in part in response to a request from said user device.

4. (Previously Presented) The method according to claim 1, wherein said real-time content stream is transmitted from a content web site.

5. (Previously Presented) The method according to claim 1, wherein said predetermined constraint comprises at least one of said user device being idle, a network Quality of Service (QOS) of said network, or the bandwidth usage being below a predetermined operating level.

6. (Previously Presented) The method according to claim 1, wherein said predetermined constraint comprises at least one of said user device CPU usage, or memory usage in said user device being below predetermined operating levels.

7. (Previously Presented) The method according to claim 1, wherein the delivery of said asset over said network to said user device includes delivering said asset in response to a request from said user device.

8. (Previously Presented) The method according to claim 1, wherein said delivered asset is stored as it is being delivered.

9. (Previously Presented) The method according to claim 8, and further comprising presenting the stored asset integrated with said real-time content stream.

10. (Previously Presented) The method according to claim 1, wherein said predetermined constraint comprises at least in part a time of day.

11. (Previously Presented) The method according to claim 8, and further comprising determining said predetermined constraint from CPU usage of said user device, bandwidth usage, local cache usage, or a user device activity timer.

12. (Previously Presented) The method according to claim 8, and further comprising presenting a substitute asset integrated with said real-time content stream if said asset is unavailable at said user device.

13. (Currently Amended) A method for presenting to a user content over a network, the method comprising:

supplying an asset list **published to a client process before applying any user viewing preferences** over said network to **said** [[a]] client process, said client process operating in a user device;

delivering an asset, from a remote location, over said network to said user device if a predetermined constraint is satisfied, so that said asset is stored on said user device after delivery of said asset is complete, wherein said asset list comprises at least an indication of said remote location;

and integrating the delivered asset with a real-time content stream being received by said user device from said remote location over said network.

14. (Previously Presented) The method according to claim 13, wherein said asset comprises at least one of an audio content, a binary data content, a video content, a right to use license, a text content, or a multimedia file.

15. (Previously Presented) The method according to claim 13, wherein said asset list is provided by a content provider to said client process.

16. (Previously Presented) The method according to claim 13, and further comprising accessing a content web site of a content provider.

17. (Previously Presented) The method according to claim 13, wherein said predetermined constraint comprises at least one of said user device being idle, a network Quality of Service (QOS), or a bandwidth usage being below an operating level.

18. (Previously Presented) The method according to claim 13, wherein said predetermined constraint comprises at least one of a CPU usage for said user device, or a memory usage of said user device being below an operating level.

19. (Previously Presented) The method according to claim 13, wherein said client process initiates the delivery of said asset, from a content provider, over said network to said user device.

20. (Previously Presented) The method according to claim 13, wherein said asset is stored on a local cache.

21. (Previously Presented) The method according to claim 20, and further comprising presenting the stored asset in conjunction with real time content from said real-time content stream.

22. (Previously Presented) The method according to claim 13, wherein said predetermined constraint comprises a time of day.

23. (Previously Presented) The method according to claim 20, and further comprising determining said predetermined constraint from CPU usage of said user device, bandwidth usage, usage of said local cache, or a user device activity timer.

24. (Previously Presented) The method according to claim 20, and further comprising presenting a substitute asset in conjunction with said real time content if said asset is unavailable at said user device.

25. (Previously Presented) The method according to claim 13, wherein said asset list is delivered to said client process by a content provider.

26. (Currently Amended) A system for presenting content over a network, the system comprising:

an asset list capable of being made available by a content provider over the internet to a client process **and capable of being published to said client process before applying any user viewing preferences**, said client process capable of operating in a user device;

an asset, capable of being made available from a remote location, over said network to said user device if a predetermined constraint is satisfied, so that said asset is stored on said user device after delivery of said asset is complete, wherein said asset list comprises at least an indication of said remote location; and

a real-time content stream capable of being made available to said user device from said remote location over said network and capable of being integrated with said asset;

**wherein said asset list and said real-time content are stored on said user device after delivery of said asset list and said real-time content is complete.**

27. (Previously Presented) The system according to claim 26, and further comprising an integrator tool for integrating a delivered asset with a content stream being made available in real-time to said user device from said remote location over said network.

28. (Previously Presented) The system according to claim 26, wherein said asset comprises at least one of an audio content, a video content, a binary data content, a text content, or a multimedia file.

29. (Previously Presented) The system according to claim 26, wherein said asset list is to be provided to said client process by said content provider.

30. (Previously Presented) The system according to claim 26, wherein said client process is capable of accessing a content web site of said content provider.

31. (Previously Presented) The system according to claim 26, wherein said asset is to be made available if said predetermined constraint comprises at least one of said user device being idle, or a bandwidth usage being below an operating level.

32. (Previously Presented) The system according to claim 26, wherein said asset is to be made available if said predetermined constraint comprises a CPU usage of said user device, or a memory usage of said user device being below an operating level.

33. (Previously Presented) The system according to claim 26, wherein said client process is capable of initiating delivery of said asset, from said content provider, over said network to said user device.

34. (Previously Presented) The system according to claim 26, wherein said asset is to be stored on a local cache.

35. (Previously Presented) The system according to claim 34, and further comprising means for presenting the stored asset in conjunction with real time content from said real-time content stream.

36. (Previously Presented) The system according to claim 26, wherein said asset is to be made available if said predetermined constraint comprises time of day.

37. (Previously Presented) The system according to claim 34, and further comprising means for determining said predetermined constraint from CPU usage of said user device, bandwidth usage, local cache usage, or a user device activity timer.

38. (Previously Presented) The system according to claim 34, and further comprising means for presenting a substitute asset in conjunction with said real time content if said asset is unavailable at said user device.

39. (Previously Presented) The system according to claim 26, wherein said asset list is capable of being updated periodically.

40. (Previously Presented) The system according to claim 26, wherein said client process is capable of being associated with a plurality of asset lists.

41. (Previously Presented) The system according to claim 26, wherein said asset list comprises at least one of an expiration date, a callback URL, a client side token, a throttle parameter, a refresh rate parameter, a delete asset flag, a help link, or resource path information.

42. (Previously Presented) The system according to claim 26, wherein said asset is capable of being delivered to at least one of a cable provider or an internet service provider before delivery of said asset to said user device, said cable and internet service provider being in geographical proximity to said user device.

43. (Currently Amended) A method for presenting a stream of content over a network, the method comprising:

supplying an asset list by a content provider over said network to a client process, said client process operating on a user device; **wherein said asset list is published to said client process before applying any user viewing preferences;**

delivering an asset, from a remote location, over said network to said user device if a predetermined constraint is satisfied, so that said asset is stored on said user device after delivery of said asset is complete, wherein said asset list comprises at least an indication of said remote location; and

integrating the delivered asset with a real-time content stream being received by said user device from said remote location over said network; wherein said stored asset and said real-time content stream are presented.

44. (Currently Amended) A system for presenting content over a network the system comprising:

an asset list to be made available by a content provider over said network to a client process **and to be published to said client process before applying any user viewing preferences**, said client process capable of operating in a user device;

an asset, to be made available from a remote location, over said network to said user device if a predetermined constraint is satisfied, so that said asset is stored on said user device after delivery of said asset is complete, wherein said asset list comprises at least an indication of said remote location; and

an integrator tool for integrating said stored asset with a real-time content stream being capable of being received by said user device from said remote location over said network, wherein said predetermined constraint comprises at least one of said user device being idle, a bandwidth usage of said network being below a operating level, a time of day, a CPU usage or memory usage of said user device being below operating levels.

45. (Currently Amended) A method for receiving an asset over a network comprising:

receiving an asset list provided by a content provider **and published to a client before applying any user preferences** over said network at **said** [[a]] client, said client operating in a user device;

receiving said asset, corresponding to at least a portion of said asset list, over said network at user device if a predetermined constraint is satisfied, so that said asset is stored

after delivery of said asset is complete; wherein said predetermined constraint comprises at least one of said user device being idle, a network Quality of Service (QOS), a network bandwidth usage being below an operating level, a CPU usage or memory usage of said user device being below operating levels; and

receiving a real-time content stream, wherein said stored asset and said real-time content stream are to be integrated.

46. (Currently Amended) A method for providing a home media library to a user over a network, the method comprising:

supplying an asset list by a content provider over said network to a set-top box, said set-top box comprising a client process capable of managing delivery of assets, **wherein said asset list is published to said client process before applying any user viewing preferences**;

delivering an asset, from a remote location, over said network to said set-top box if a predetermined constraint is satisfied, so that said asset is stored on said user device after delivery of said asset is complete, as indicated by said client process wherein said asset list comprises at least an indication of said remote location; and

delivering a real-time content stream, wherein said stored asset and said real-time content stream are to be integrated.

47. (Currently Amended) A method of receiving media assets at a set-top box for storage and subsequent viewing, the method comprising:

receiving a media asset list **published to a client process before applying any user viewing preferences** from a content provider on said set top box, said media asset list comprising a list of media assets to be downloaded and information about the location of the media assets;

running **said** [[a]] client process on said set top box, wherein said client process is capable of reading said media asset list to determine what media assets to transfer to the set top box, and wherein said client process is further capable of managing delivery of digital media assets based at least in part on predetermined constraints;

downloading digital media assets from said content provider to said set top box if said predetermined constraints are satisfied;

storing the downloaded digital media assets on said set top box; and

integrating the stored digital media assets with a real-time content stream for viewing on a television or other display device.